

Fig. 1



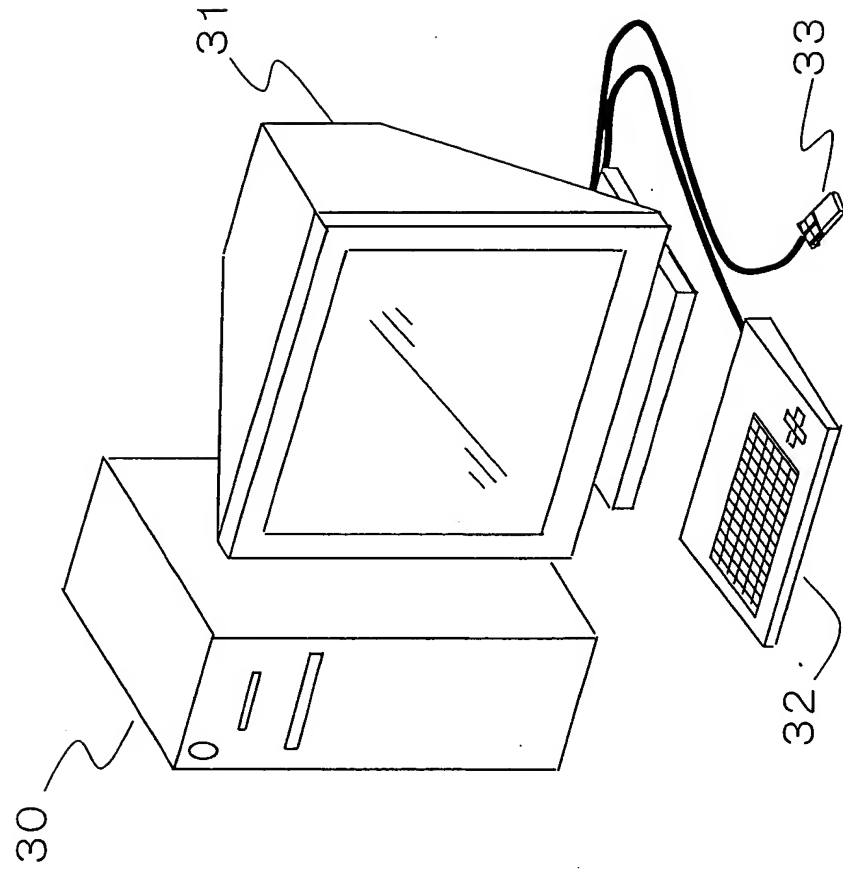


Fig. 3

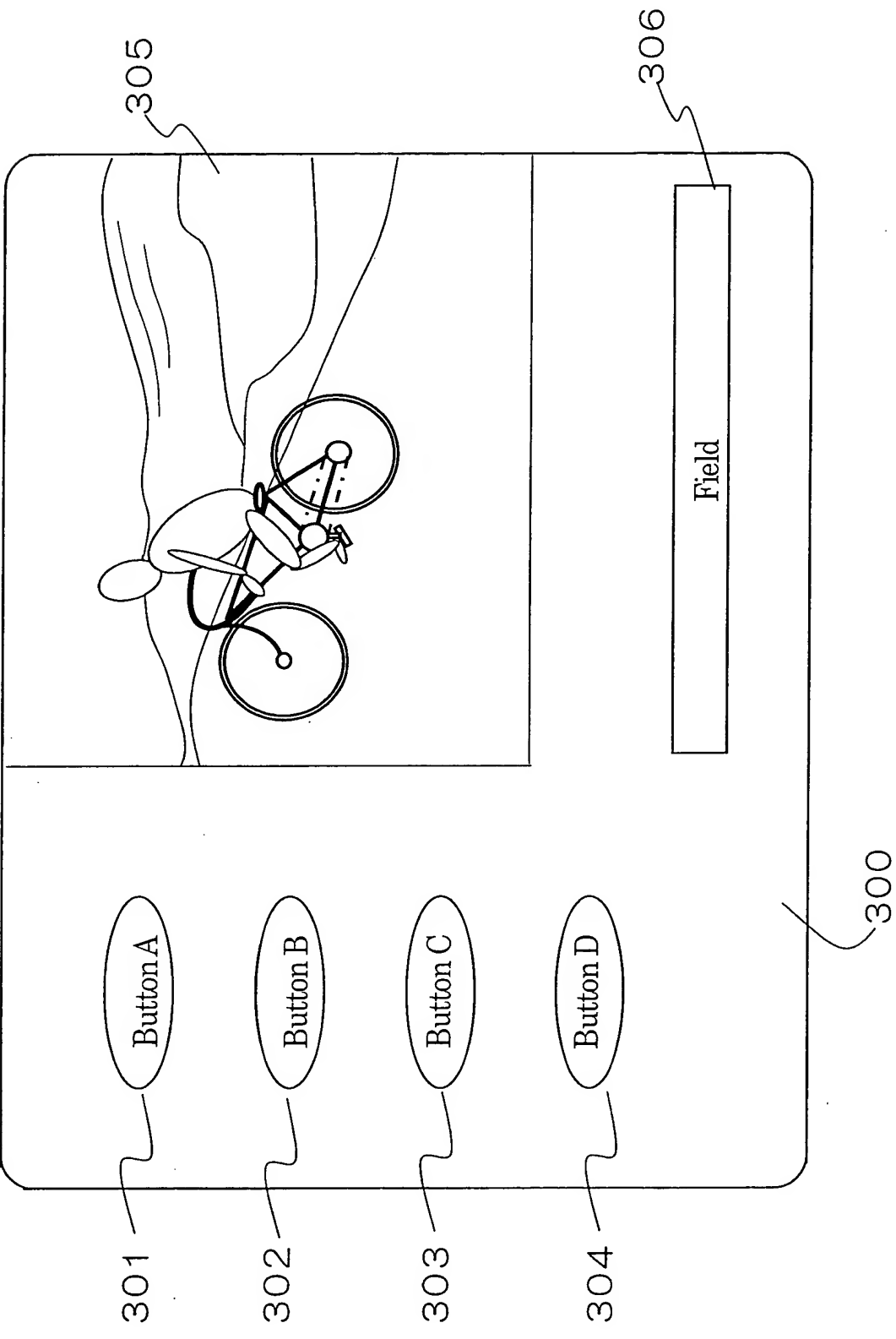


Fig. 4

400 2

focus	operation	focus destination	action
Button A	↑	—	—
	↓	Button B	"1" is added in the field value.
	→	—	—
	←	—	—
Button B	determination		act in accordance with the definition of jump by field
	↑	Button A	"1" is subtracted from the field value.
	↓	Button C	"1" is added in the field value.
	→	—	—
Button C	←	—	—
	determination		act in accordance with the definition of jump by field
	↑	Button B	"1" is subtracted from the field value.
	↓	Button C	"1" is added in the field value.
Button D	→	—	—
	←	—	—
	determination		act in accordance with the definition of jump by field
	↑	Button C	"1" is subtracted from the field value.
Button D	↓	—	—
	→	—	—
	←	—	—
	determination		act in accordance with the definition of jump by field

Fig. 5

500  
S

#### Definition of Jump by Field ( )

an image is displayed in accordance with the value of //Field

if negative, error.bml

if "0", jump0.bml

if "1", jump1.bml

if "2", jump2.bml

if "3", jump3.bml

Fig. 6

600

operation	movement of the focus	transition of the field value
↓	Button A → Button B	0→1
↓	Button B → Button C	1→2
↓	Button C → Button D	2→3
↑	Button D → Button C	3→2
↑	Button C → Button B	2→1
↓	Button B → Button C	1→2

Fig. 7

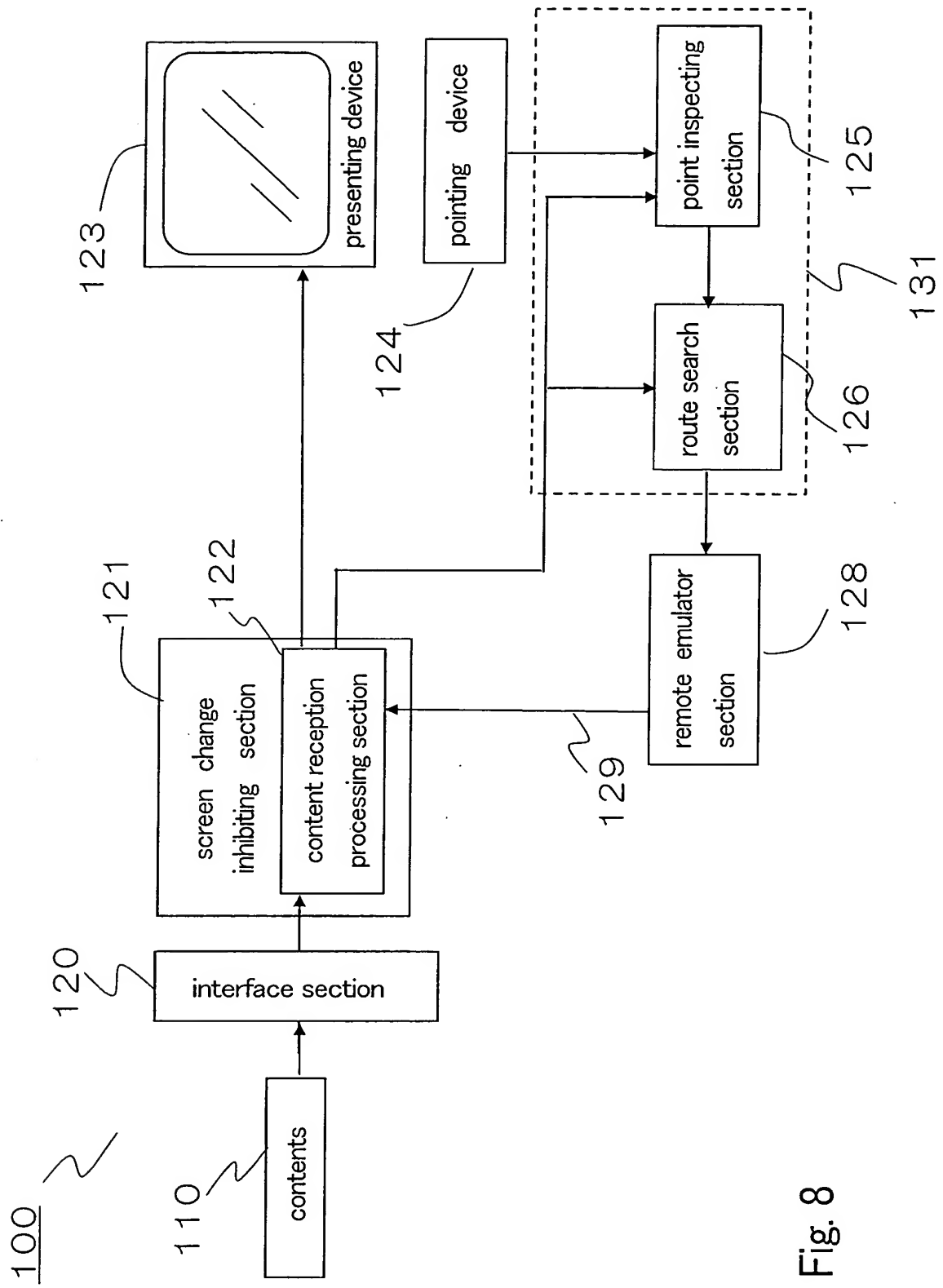


Fig. 8



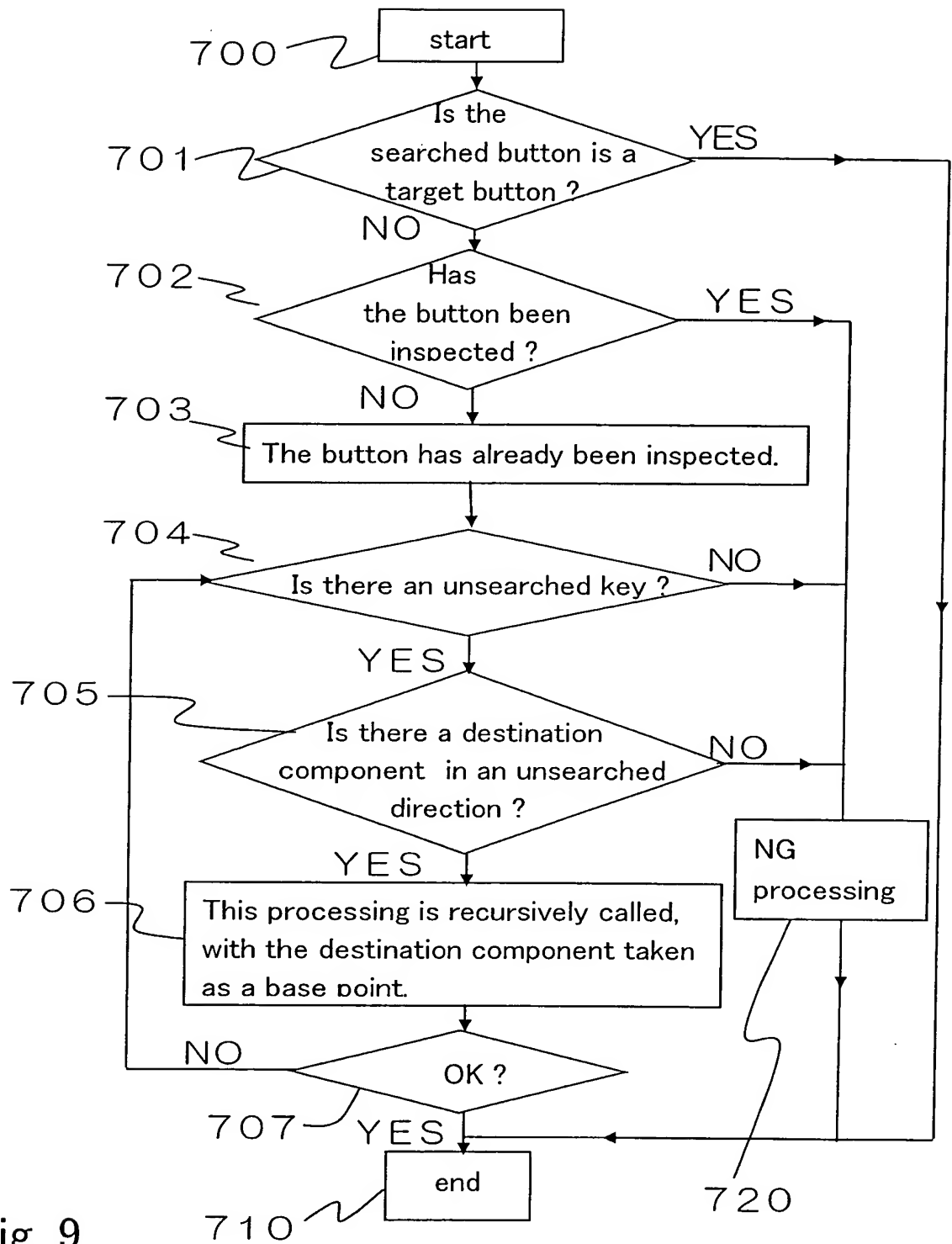


Fig. 9

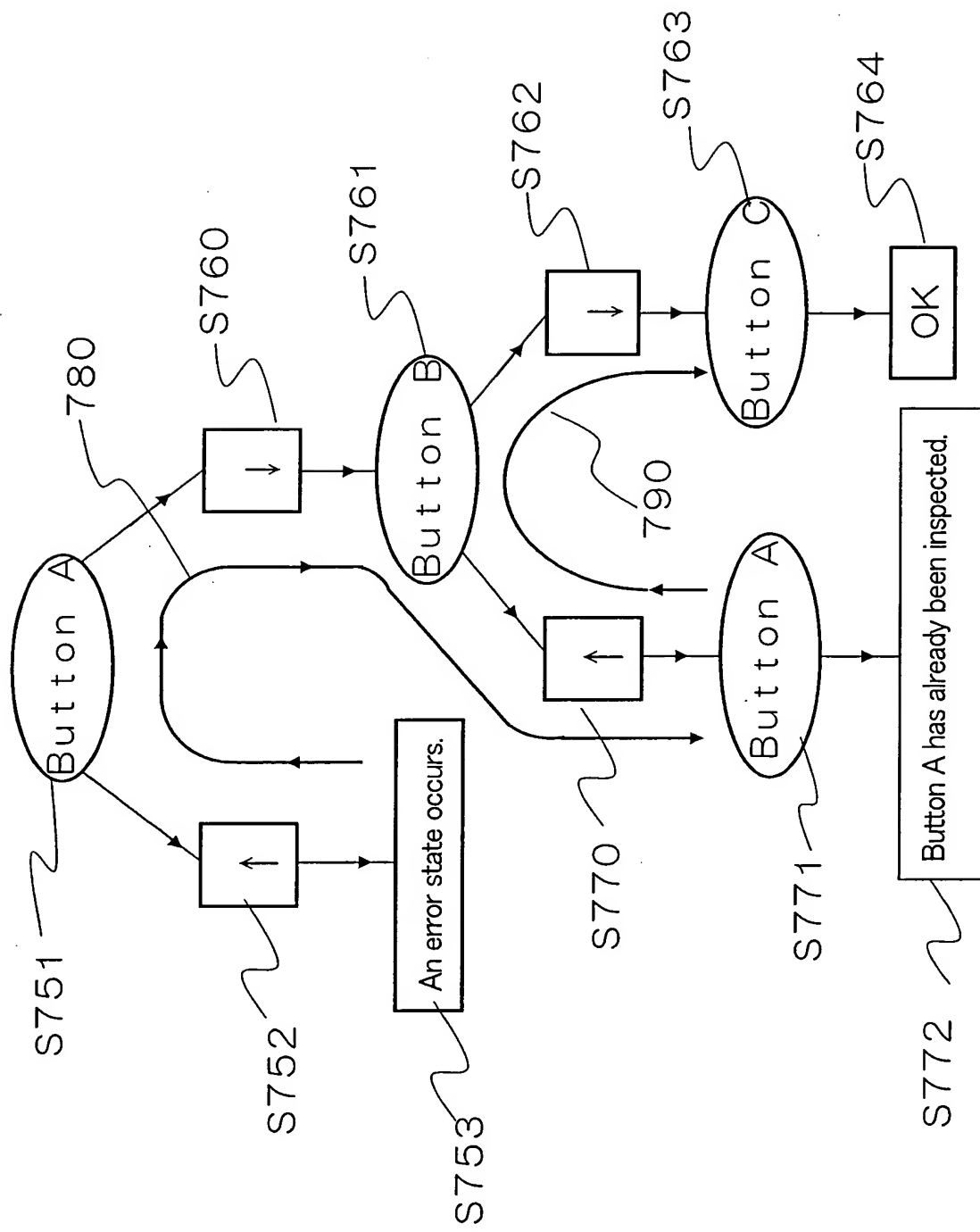


Fig. 10

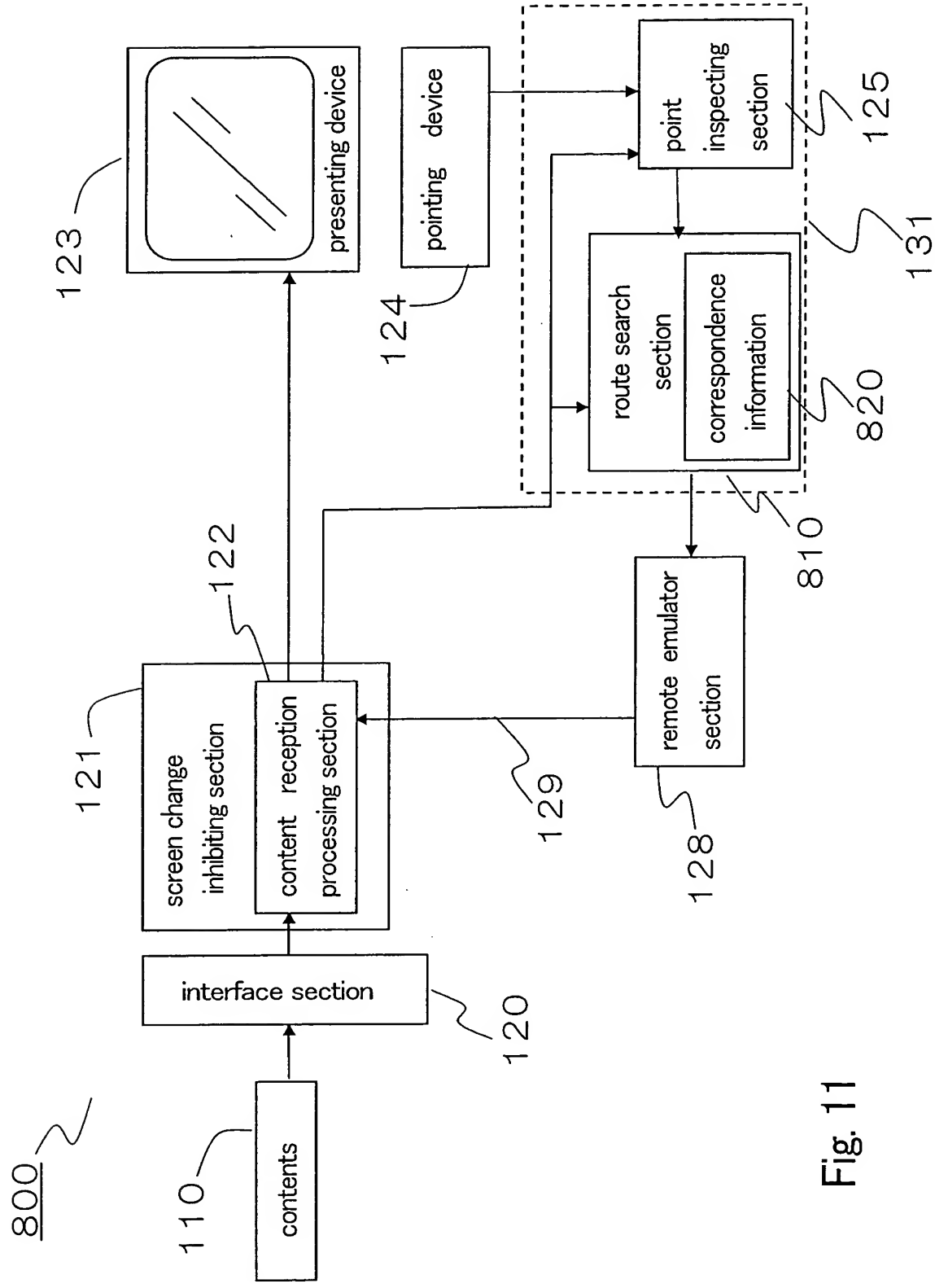


Fig. 11

820 ↗

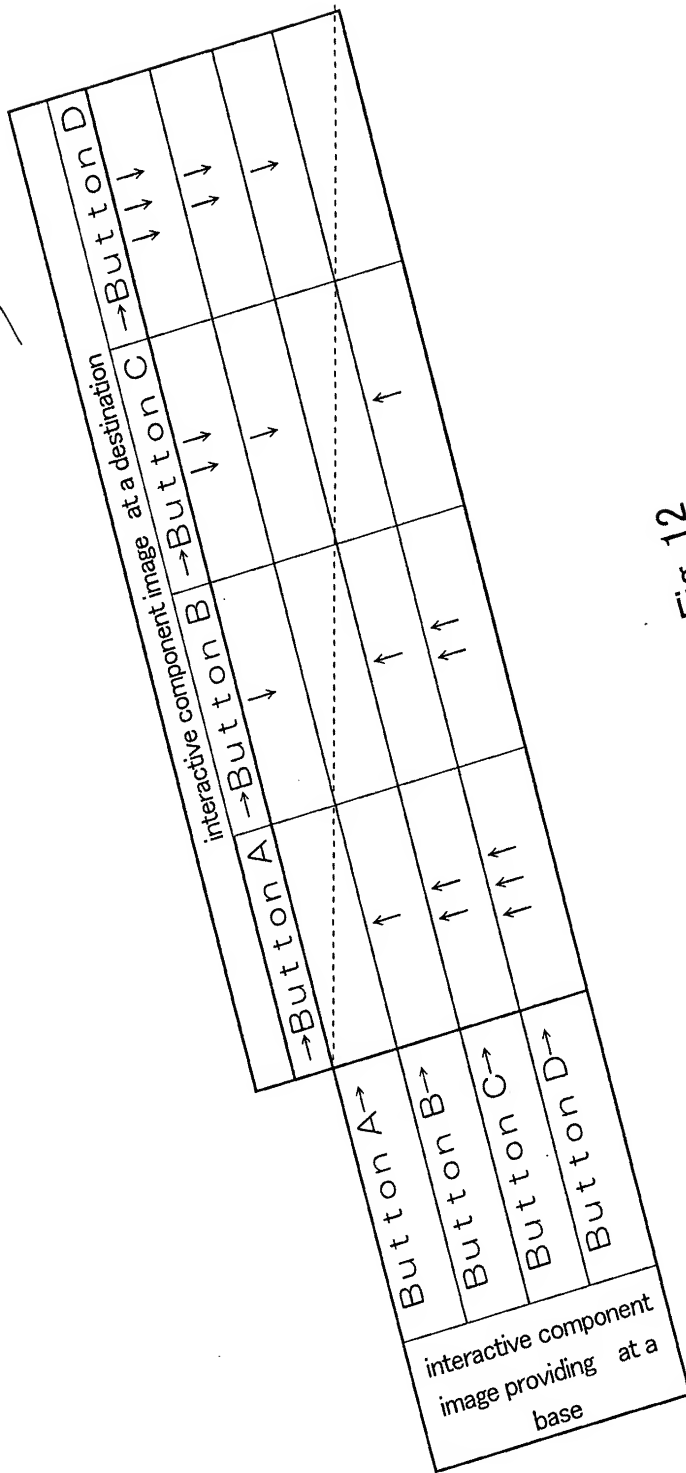


Fig. 12

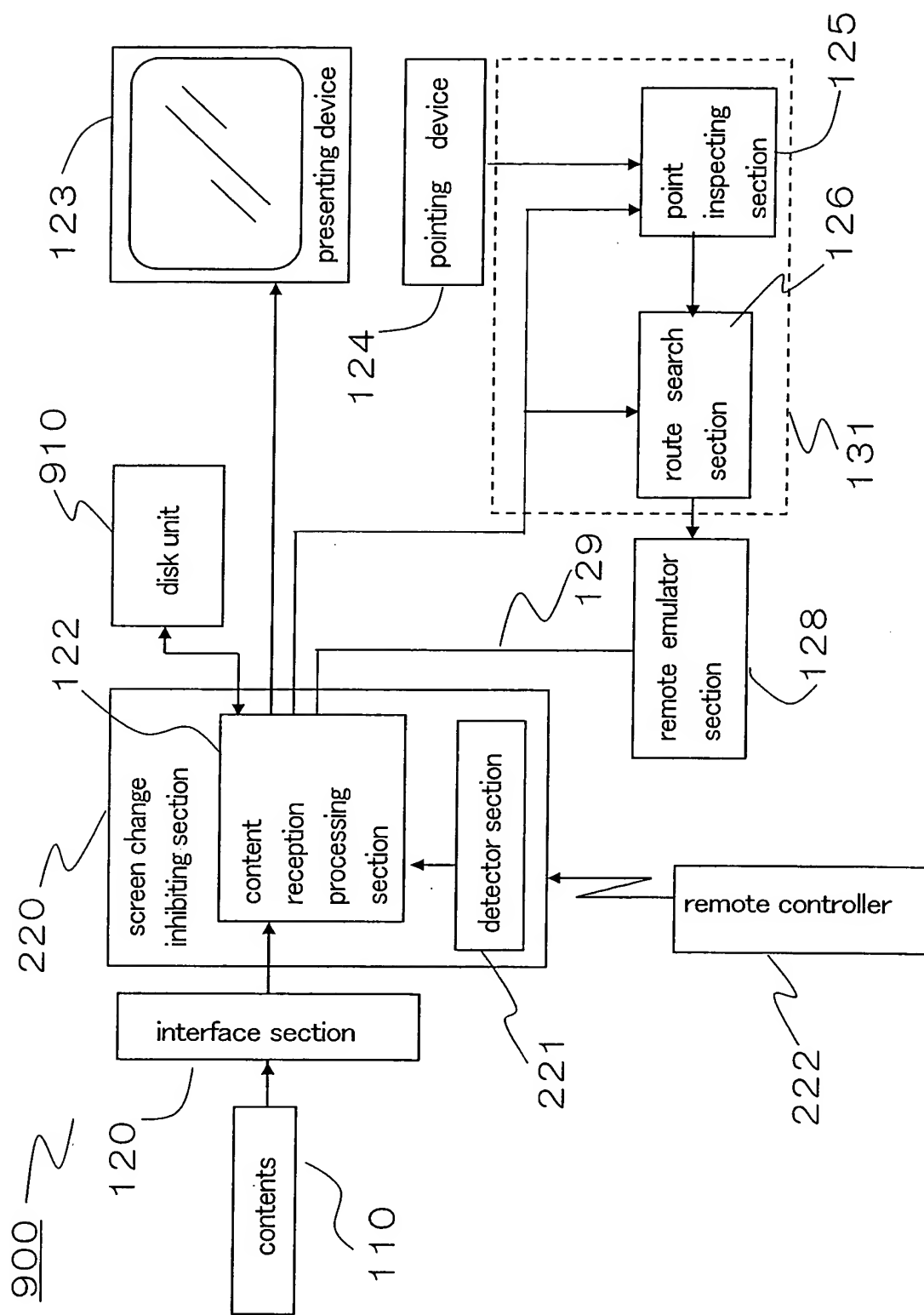


Fig. 13